

MARVEL

Ye-Hahh! Play the Cowboy Game!

GET ALONG GANG™

4th May 1985
No 3 30p

POP!

FREE!



MEET THE VILLAINS OF GREEN MEADOW!

They're trouble and troublesome... and they don't know that getting along is the way to go...

GUMMY FOOT SWAMP

Catchum and Leland's home. A forbidding place with areas that are still unexplored. No-one goes into the depths of the swamp... unless you're one of the *Get Along Gang*!



LELAND LIZARD

The best and only friend of Catchum Crocodile. What Catchum lacks in intelligence – Leland beats! He is best at taking orders – but even then, he often forgets. He is also very clumsy. All these things really give his pal, Catchum, a chance to feel better than someone – even if it is only Leland – that's why the two are inseparable.

CATCHUM CROCODILE

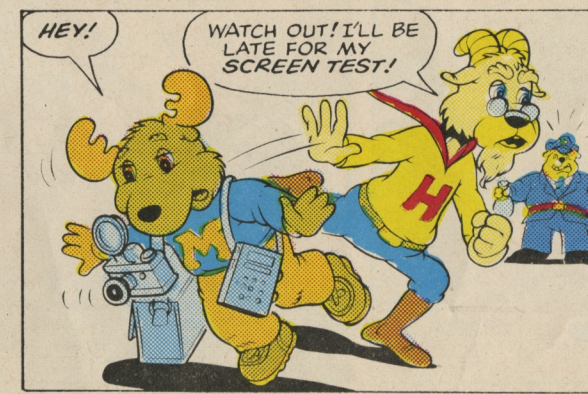
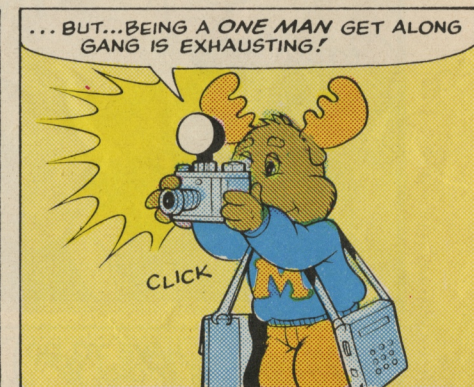
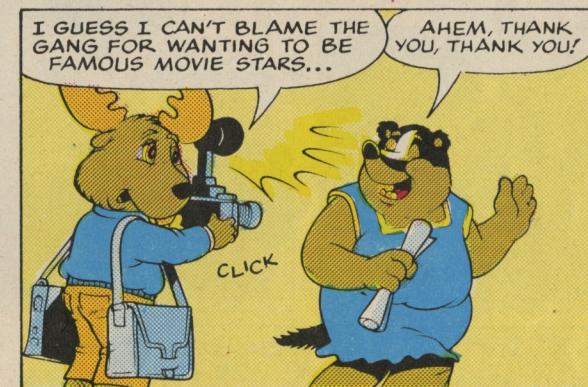
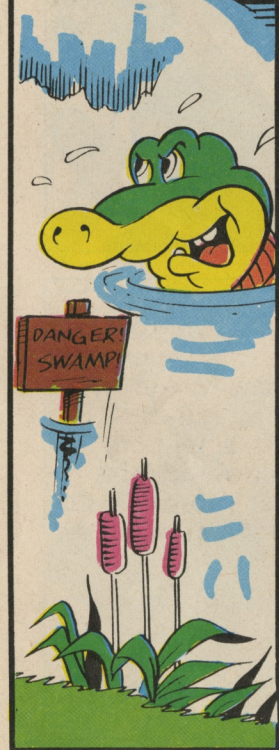
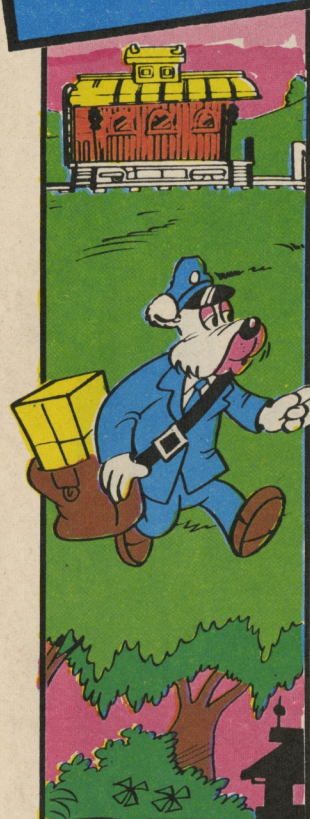
For all his plotting and planning and playing at being "adult", Catchum Crocodile is just a foolish reptile with a mean streak. Catchum prides himself on his intelligence – but he's not smart enough to realise that you have to "get along" with other folk to get things done. Yet the villainous croc is just as much part of Green Meadow and the gang as the Clubhouse Caboose – it's just that the Clubhouse is a lot warmer and friendlier!

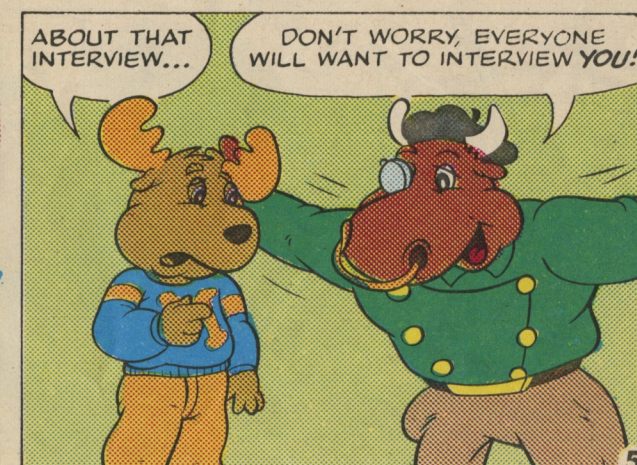
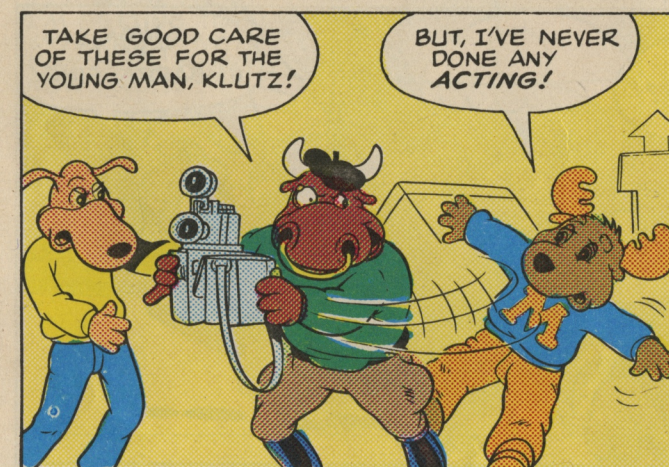
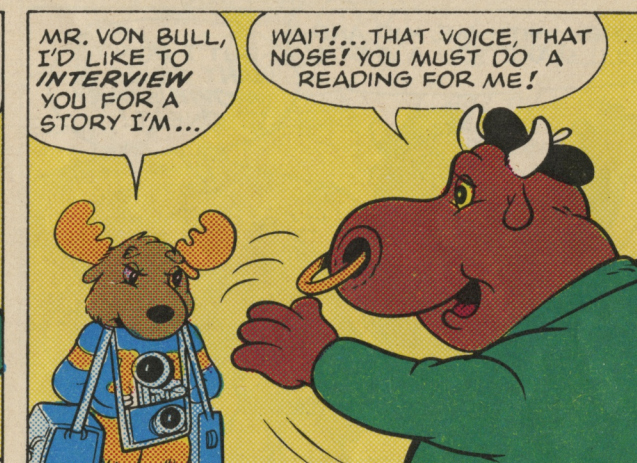
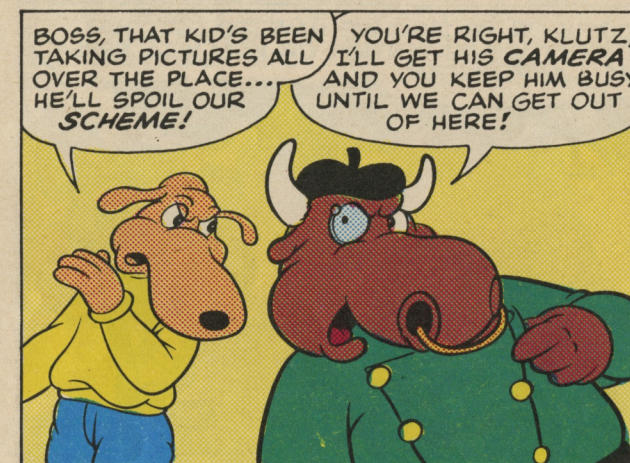
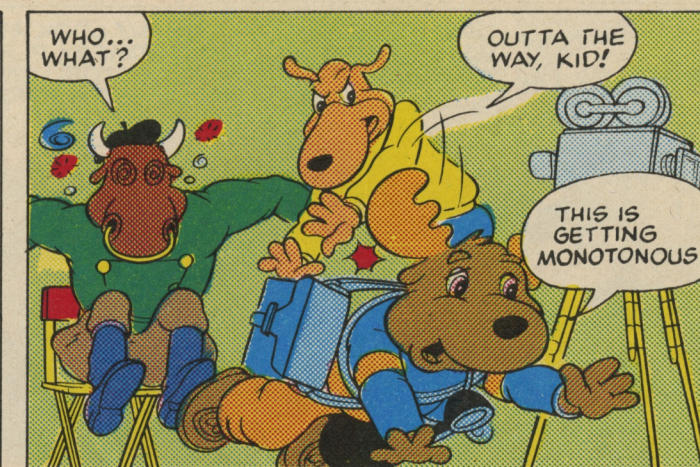
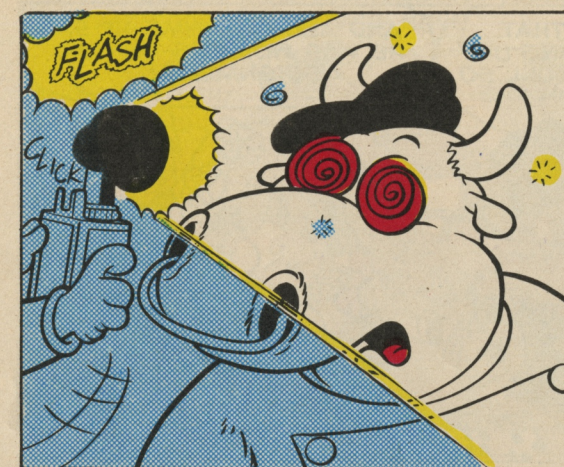
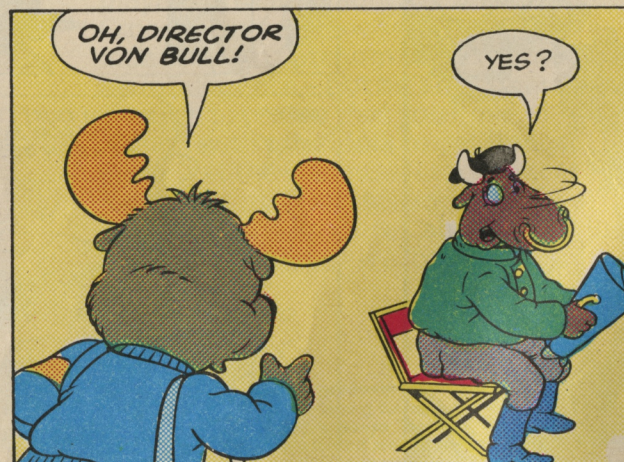
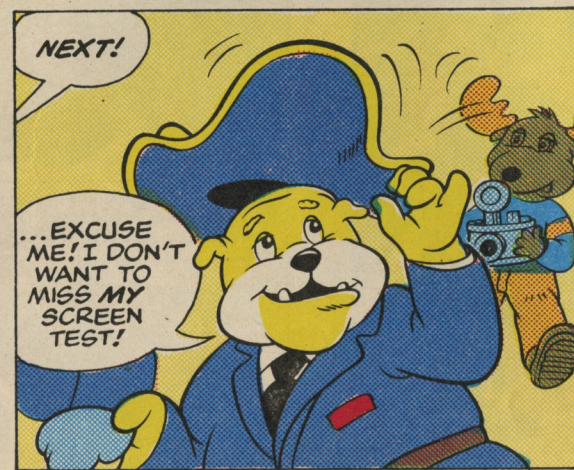
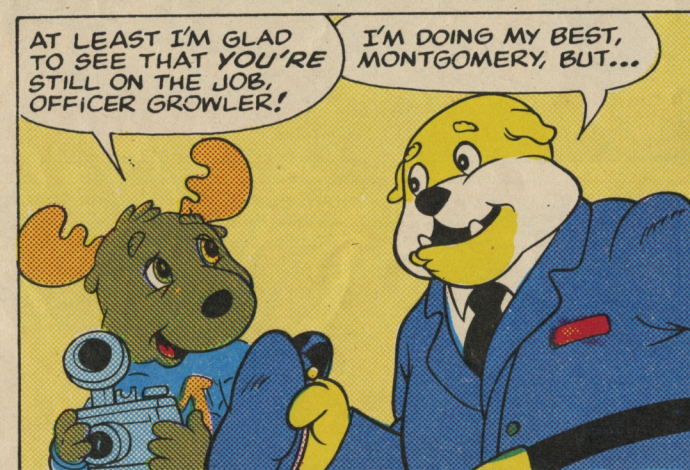
Montgomery Moose would like to hear from you. Send your letters, ideas and pictures to:
Mr. M. Moose, *Get Along Gang*, Marvel Comics, 23 Redan Place, Bayswater, London W2 4SA.

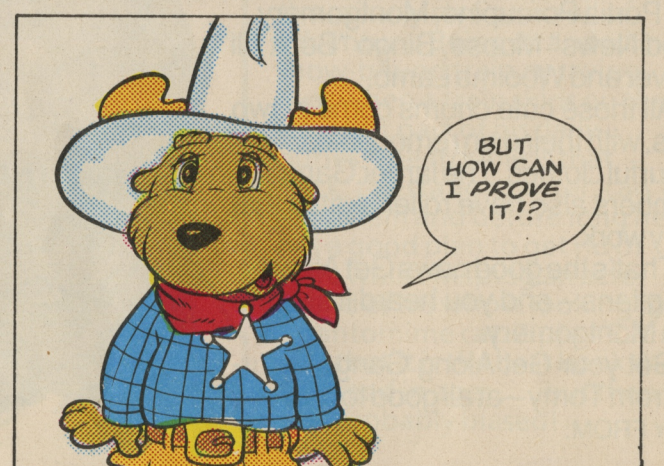
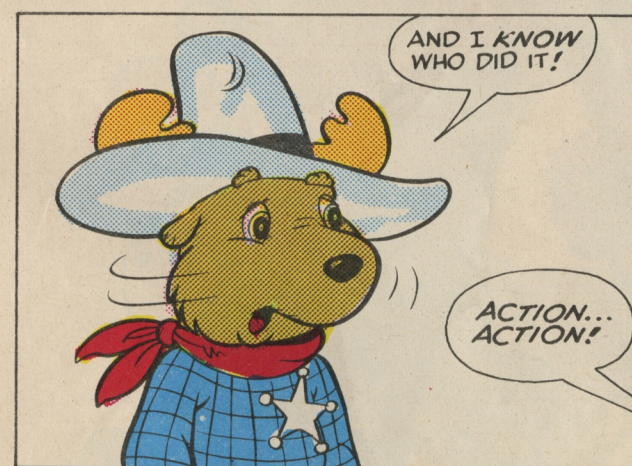
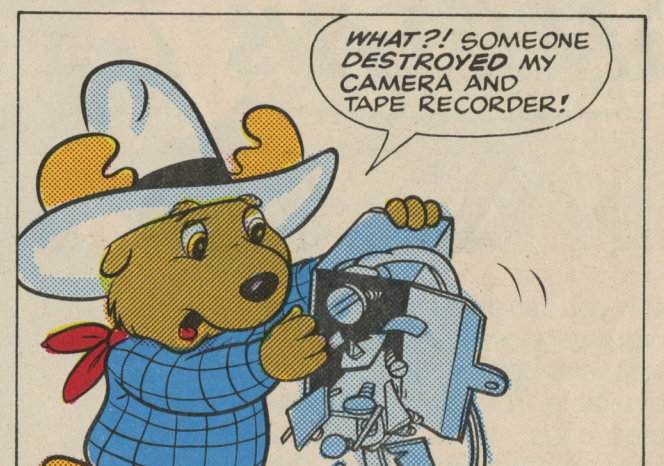
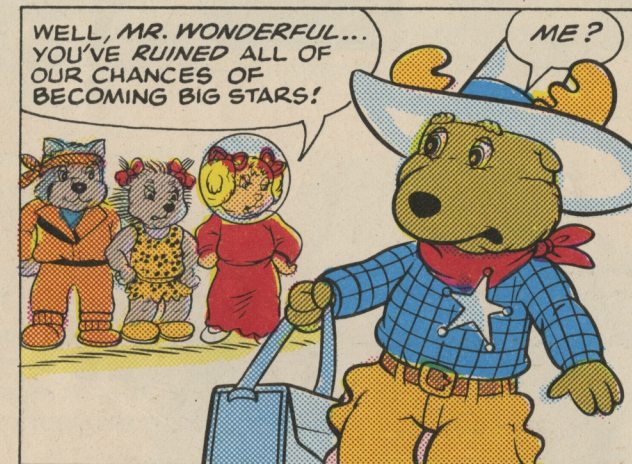
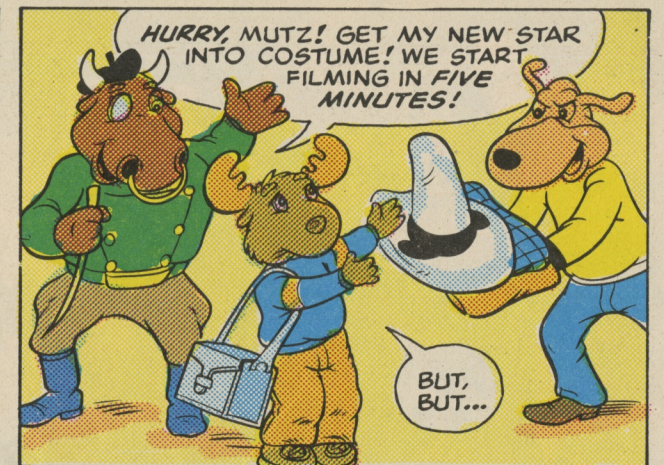
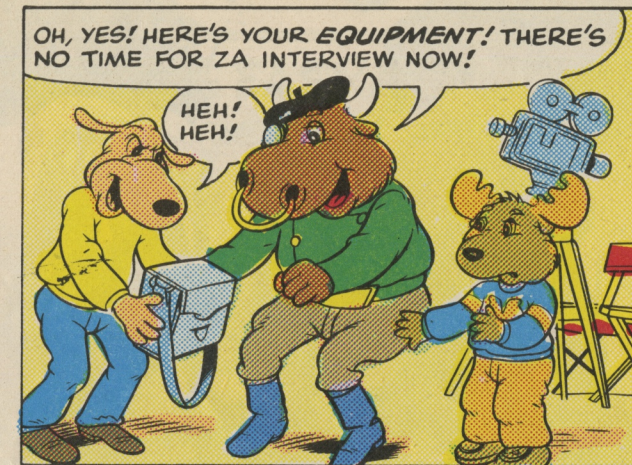
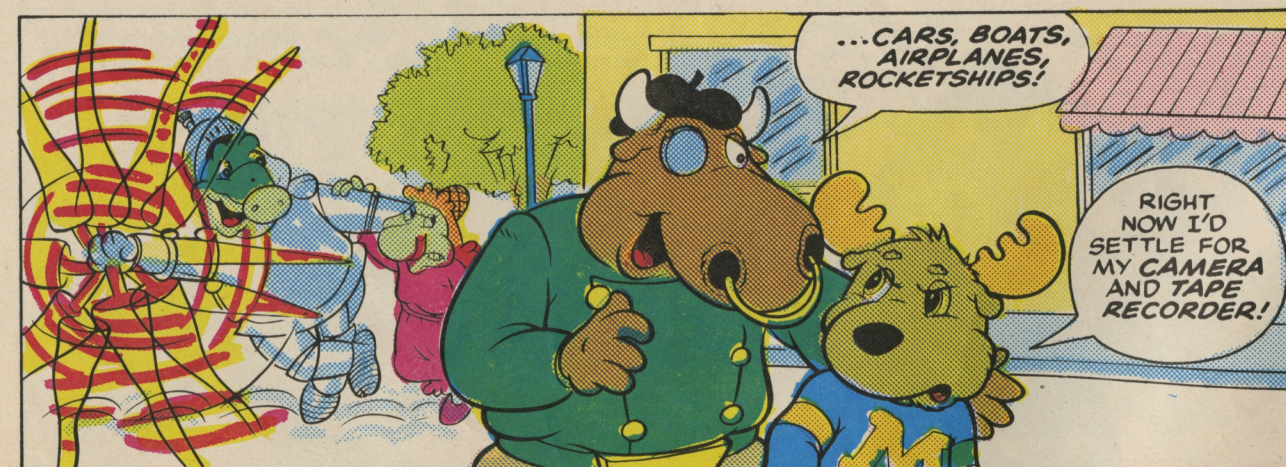
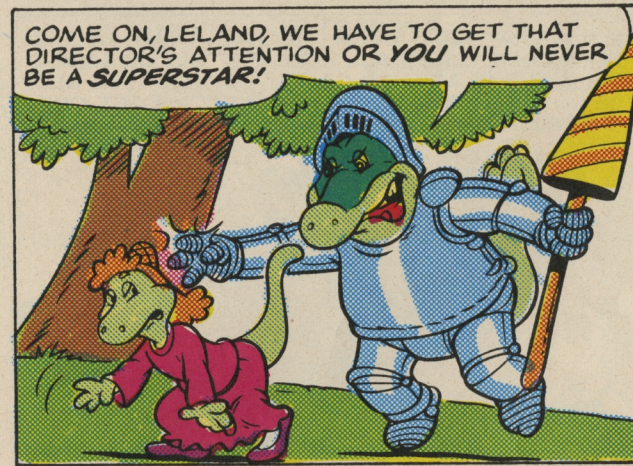
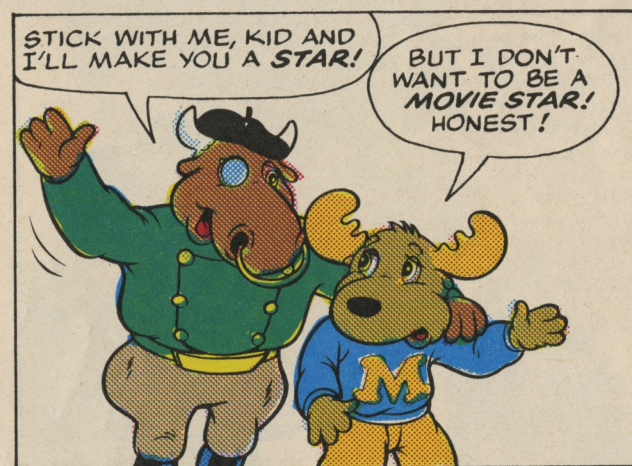
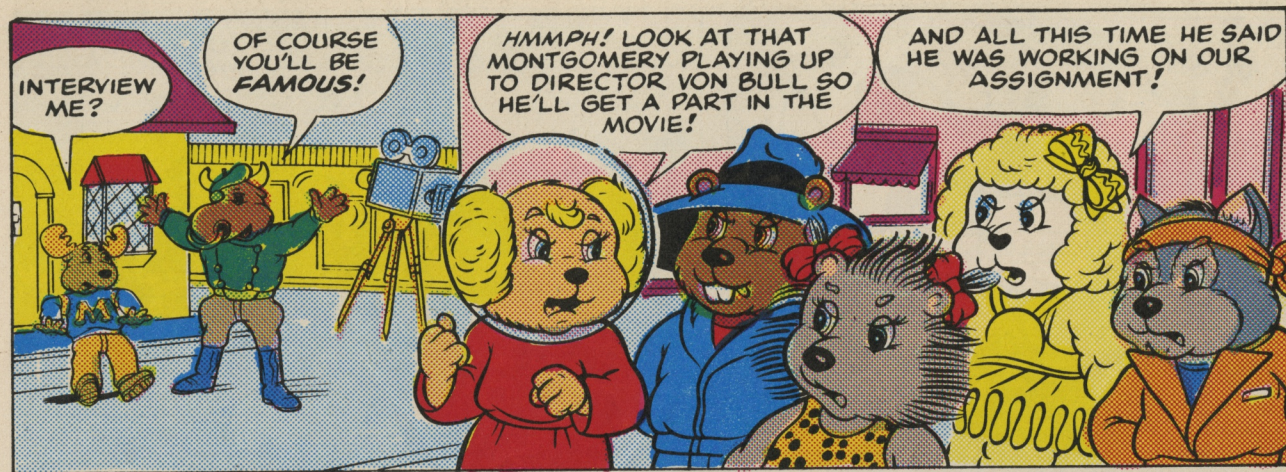
Get Along Gang is published weekly by Marvel Comics Ltd., 23 Redan Place, Bayswater, London W2 4SA. Get Along Gang TM: © MCMLXXXIV American Greetings Corp. all rights reserved. Character names, Montgomery "Good News" Moose, Dotty Dog, Zipper Cat, Bingo "Bet-it-all" Beaver, Woolma Lamb, Portia Porcupine, Bernice Bear, Rudyard Lion, Lolly Squirrel, Braker Turtle, Flora "Forget-me-Not" Fox and Rocco Rabbit are trademarks of American Greetings Corporation. All other material copyright © Marvel Comics Group, a division of Cadence Industries Corp. No similarity between any of the names, characters, persons and/or institutions in this magazine, with those of any living or dead person or institution is intended, and any such similarity which may exist is purely coincidental.

GET ALONG GANG™

The *Get Along Gang* had just been given a job reporting for the Green Meadow Gazette when a famous film director, Baron Von Bull, arrives in town looking for a star for his new film. Everyone, except Montgomery, forgets the assignment – they all want to be film stars!







Next Week: Director, Baron Von Bull decides that Montgomery Moose knows too much. . . and must die!



**GOOD NEWS
FOR ALL YOU
GET ALONG
GANG FANS**



Now you can enjoy fun and games with your very own Get Along Gang characters. Six of your furry favourites are available from Tomy as cuddly, lovable friends.

You can have Dotty Dog, Zipper Cat, Portia Porcupine, Montgomery "Good News" Moose, Bingo "Bet It All" Beaver and Woolma Lamb.

All these cute chums come in two sizes, with their own removable colourful clothes. The larger Gang members also have roller skates that really work.

That's the good news Get Along Gang fans – and you heard it straight from Montgomery.

Get your Get Along Gang favourites from Tomy – at all good toy shops. ONLY FROM:

TOMY

DOTTY DOG™ ZIPPER CAT™ PORTIA PORCUPINE™
MONTGOMERY "GOOD NEWS" MOOSE™
BINGO "BET IT ALL" BEAVER™ and WOOLMA LAMB™

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Your own weekly page of words.

AS EASY AS ABC

calendar. A list of all the days in the year.

call. Shout, cry out or name. The *Get Alone Gang* call their meeting place the "Clubhouse Caboose".

candle. A stick of wax with a string through it which gives light when burning.

cat. A small household pet in the same animal family as lions.

cave. A hole in rock which is big enough for people to go into.

chase. Run after. Zipper Cat *chases* the ball.

clap. Hit your hands together to show that you like something.

climb. Go up. Bingo Beaver *climbs* the tree for a bet.

coin. A piece of money made of metal.

couple. Two, a pair. Catchum Crocodile and Leland Lizard are a **couple** of villains.

cowboy. Someone who looks after cattle in the Wild West of America.



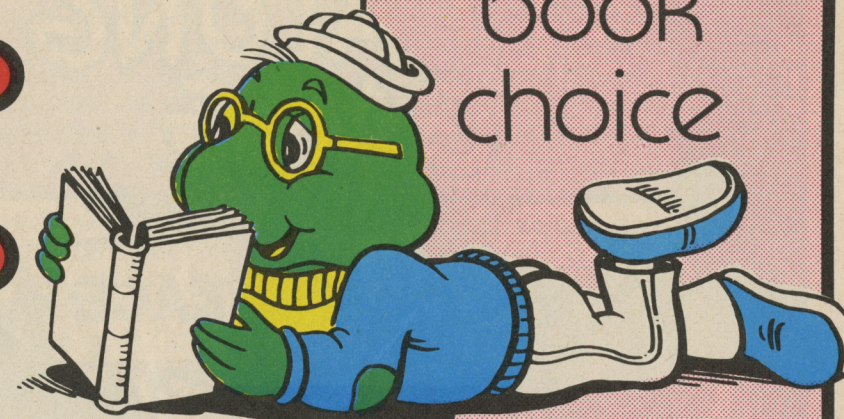
crawl. Move slowly along on your hands and knees.

cream. The thick, heavy part of milk.



cowboy

book
choice



● A YOUNG PUFFIN ●

Phyllis Arkle

**THE RAILWAY
CAT**



The Railway Cat by Phyllis Arkle. Published by Puffin. Price: £1.25.

For Alfie the railway cat, life at the railway station is full of adventure. Being stranded in a snow-bound train or saving lives when a train skids on the ice is just part of his daily duties. The trouble is that Hack, the station porter, can't abide him and before long he has a good plan to get rid of Alfie whilst helping an actor friend of his who is looking for a pantomime cat. Zipper Cat says that it is the best book that he's read in ages... but then he's probably biased!

Cut out and collect.



SPORTING CHANCE

Zipper was shattered. . . his sporting ways had finally proved too much for his friends. The *Get Along Gang* could get along without him!

"Surprise! Surprise!" The door of the Clubhouse Caboose crashed open sending Woolma Lamb flying. Angry and dishevelled, she directed a withering look at the culprit. "Zipper Cat! It *would* be you. Can't you knock before charging in?" However, the athletic cat was too excited to listen. "Look what my dad bought me, gang," he purred holding up a brand new football. "Come on, everyone, outside for a six-a-side – boys against girls!"

As the game got underway, Dotty Dog couldn't help smiling. "Sports mad, that's Zipper. Life's never dull with him around!" Woolma,

dabbing her mud-bespattered face agreed primly.

"Sometimes a little dullness wouldn't come amiss. He's always springing athletic surprises on us." Bernice Bear, passing, smiled in sympathy. It was true. Recently, their striped friend had involved the gang in various sporting fixtures: a rounders match against Officer Growler's police cadets; a mini marathon; and an all-sports event open to all-comers at the old dust-bowl – to name but a few. . .

After the match, Zipper was busy scanning the contents of his latest sports magazine, when he suddenly gave a gasp of excitement. "Listen to this,

gang. 'Reasonably priced, sports week-ends for the athletically inclined at Decathlon Park. Book now'. Wow, I'd really go for that," he cried. "Except that I can't afford to go anywhere." His disappointment soon forgotten, he leapt to his feet, and with a, "Must dash, paper round to do before tea," he sprinted away.

"He doesn't change, does he?" sighed Montgomery as the Clubhouse door slammed shut. "Always on the go, always there to liven us up. Even if we sometimes feel he overdoes it, who'd ever want to see the back of Zipper?" At these words, Bingo Beaver gave a gasp of excitement.

"Wait, perhaps we can – and should – see the back of him – for a while. I know how we can give *him* a surprise for once." His pals gathered round as Bingo outlined his idea.

"A *Get Along Gang* jumble-sale to raise the money to send him on that sports week-end?" Portia shrilled. "Super idea! What a shock he'll get if we can manage it." Montgomery sounded a cautious note. "Mustn't let Zipper know, though, or bang goes our surprise. This has to stay our secret!" The next day, Zipper was amazed to see a large notice plastered over the door. **GET ALONG GANG MEETING CANCELLED**, it read. With a blink of surprise, he spun on his running shoes and trotted back the way he'd come, much to the delight of Montgomery who'd been watching furtively from a window. "He's gone. Now we can make plans for the sale."

Half an hour later Zipper, returning from a five mile run, was amazed to hear voices coming from the supposedly empty clubhouse. Creeping closer, he peered through the window at the huddle of figures within. "So the meeting wasn't cancelled," he murmured, "So why. . ." Then, cutting into his thoughts came Portia's shrill voice. "We'll be okay as long as Zipper doesn't show up. The last thing we want is him hanging around!" Zipper was shattered. From what he'd heard it was obvious his sporting ways had finally proved too much for his former friends. The *Get Along Gang* could get along without him. "And I had such a surprise for them, too," he muttered sadly as he slunk homewards.

Meanwhile, Dotty was reassuring Portia. "No problem. Zipper's folks always visit his Aunt Pru on Fridays, so we can hold the sale then – and give him his surprise afterwards." Little did she know he'd already received the shock of his life! No more was seen of Zipper that day or the next, much to the gang's relief as it meant they could collect sale items without

spoiling the surprise they'd planned.

Friday dawned. "All clear," Rudyard reported. "I saw Zipper's folks' car pull away an hour ago. Now we can plaster Green Meadow with posters and get ready for the rush. Tension mounted inside the Caboose. Rivalry grew more and more intense between the stallholders, each of whom was determined to raise the most towards the 'give Zipper a break' fund. Flora and Portia were in charge of the nearly-new clothes stall; Bingo, of course, was running the raffle; Rocco, Rudyard and Braker were looking after the second-hand toys; Dotty, Woolma and Montgomery – used household items; and finally Bernice and Lolly, who were confident their home-made cakes and sweets would bring Zipper the money he needed.

The door opened. Customers filed in. The trouble started! "Raffle tickets this way. Spend to win!" Bingo's yells were drowned by Flora's furious, "No, over here for fabulous nearly-new fashion outfits!" cakes! A bewildering barrage of calls filled the Caboose. Suddenly, it happened. Trying to grab the arm of a passer-by, Bingo overbalanced and fell into the sweets and cakes stall. **Crash!** Over it went, scattering sticky-buns and gooey-toffee everywhere. Bernice, leaping out of the way, landed on the table supporting the household items, toppling that, too.

As Montgomery struggled to his feet, his antlers festooned with lamp-shades, coal tongs and the like, there came the sounds of more stalls being overturned as the customers who'd had enough of these crazy goings on, fled from the Clubhouse in confusion. Soon, the Caboose was deserted, save for the gang and the piles of dirty, sticky, gooey sale-items littering the floor. Dotty looked sadly at Montgomery. "If only we'd planned the sale properly, instead of trying to outdo each other. Now there'll be no

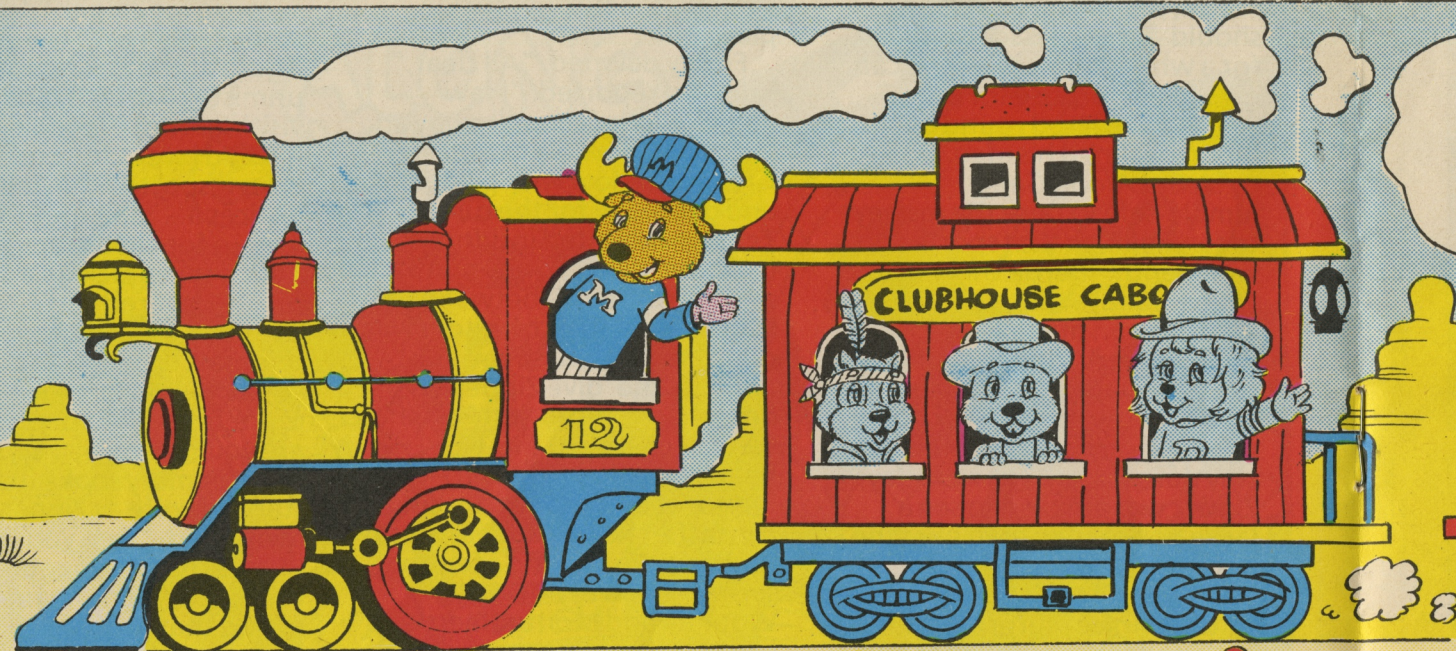
surprise for Zipper." "A surprise for me?" the striped figure at the doorway was unmistakeable. "I didn't fancy visiting Aunt Pru today, instead I went for a run. That's when I spotted the jumble sale notices a. . . and thought I'd look in for old times sake." He bent over to pick up a pile of toffee-covered curtains from the floor. "I'll help you clean this mess up, though I know you don't want me around any more," he said sadly. "What are you talking about?" Montgomery spoke in a startled voice as Zipper continued. "First you tried to kid me that the meeting was cancelled, then I heard Portia saying that you'd be all right so long as I didn't show up, that the last thing you wanted was me hanging around." He sighed deeply. "I can see how my sports mad ways must have got you all down. I

understand. . ." "No, Zipper," Bingo broke in. "You don't understand at all. We wanted you out of the way, so that we could surprise you by raising the money to send you on that sports weekend at Decathlon Park. We failed, though," he continued miserably. "Because we didn't work together."

Zipper gave a gasp of relief, then a snigger, and then a hearty chuckle. "So you wanted to surprise me! Well, I had a surprise for you that could have saved all this bother." From his track-suit pocket, he pulled a handful of tickets. "My dad earned a bonus at work and – knowing how we were all friends – bought tickets for us *all* to go to Decathlon Park. Surprise, surprise!"

And so, it was all-go for the gang. All go to Decathlon Park, that was, for a week-end of fast, frantic, running and jumping. No-one complained, though. As Montgomery whispered to Dotty when passing the baton in the team-relay event, "It's no surprise things nearly went disastrously wrong. That's what comes of keeping secrets from a member of *The Get Along Gang!*"

THE COWBOY GAME!



THE GANG ARE GOING FOR A DAY OUT AT THE INDIAN CAMP. SO PLAY THIS GAME WITH A DICE AND MARKERS (BUTTONS OR COINS) IT'S AN EXCITING GAME FOR ANY NUMBERS OF PLAYERS. FIRST TO THE INDIAN CAMP WINS.



TRAIN STOPPED. MISS ONE TURN



REACH FOR THE SKY!

TRAIN STOPPED. GO BACK TO No. 3.

CHASED BY OUTLAWS. RACE ON TO No. 38

TROLL BRIDGE
STAY HERE UNTIL YOU THROW AN EVEN NUMBER!

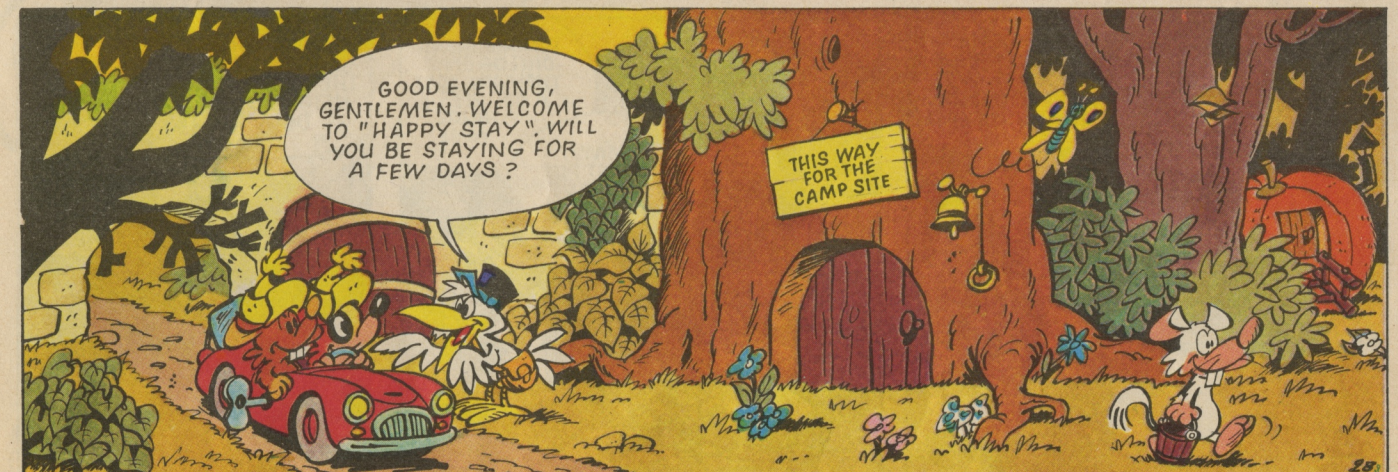
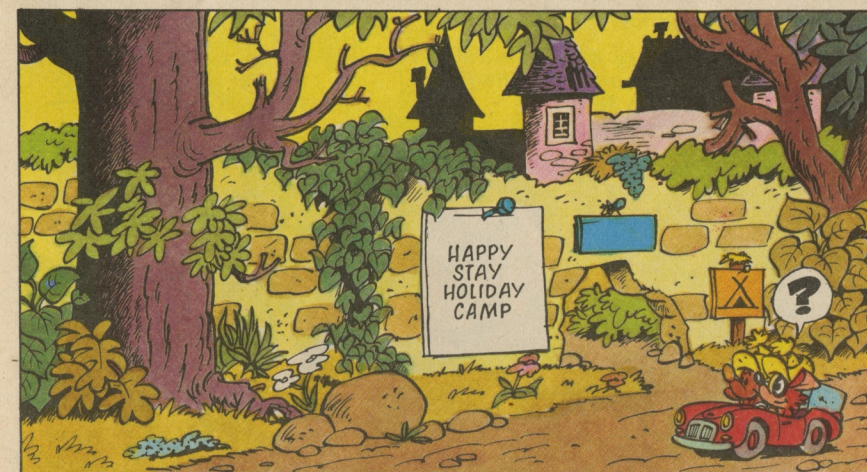
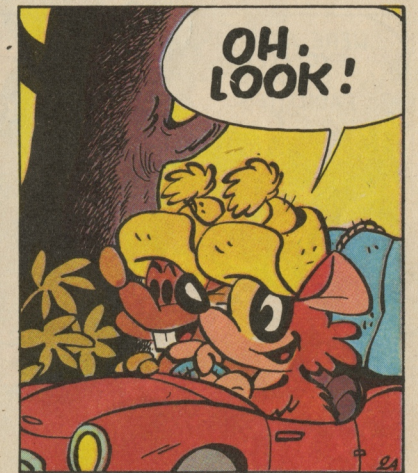
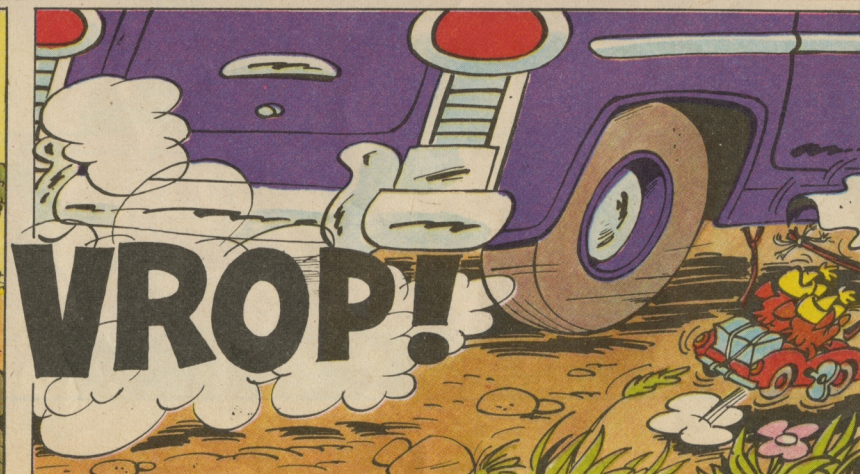
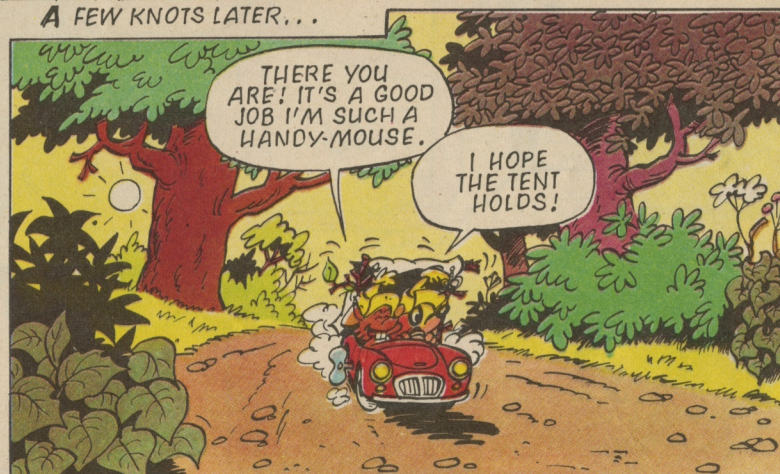
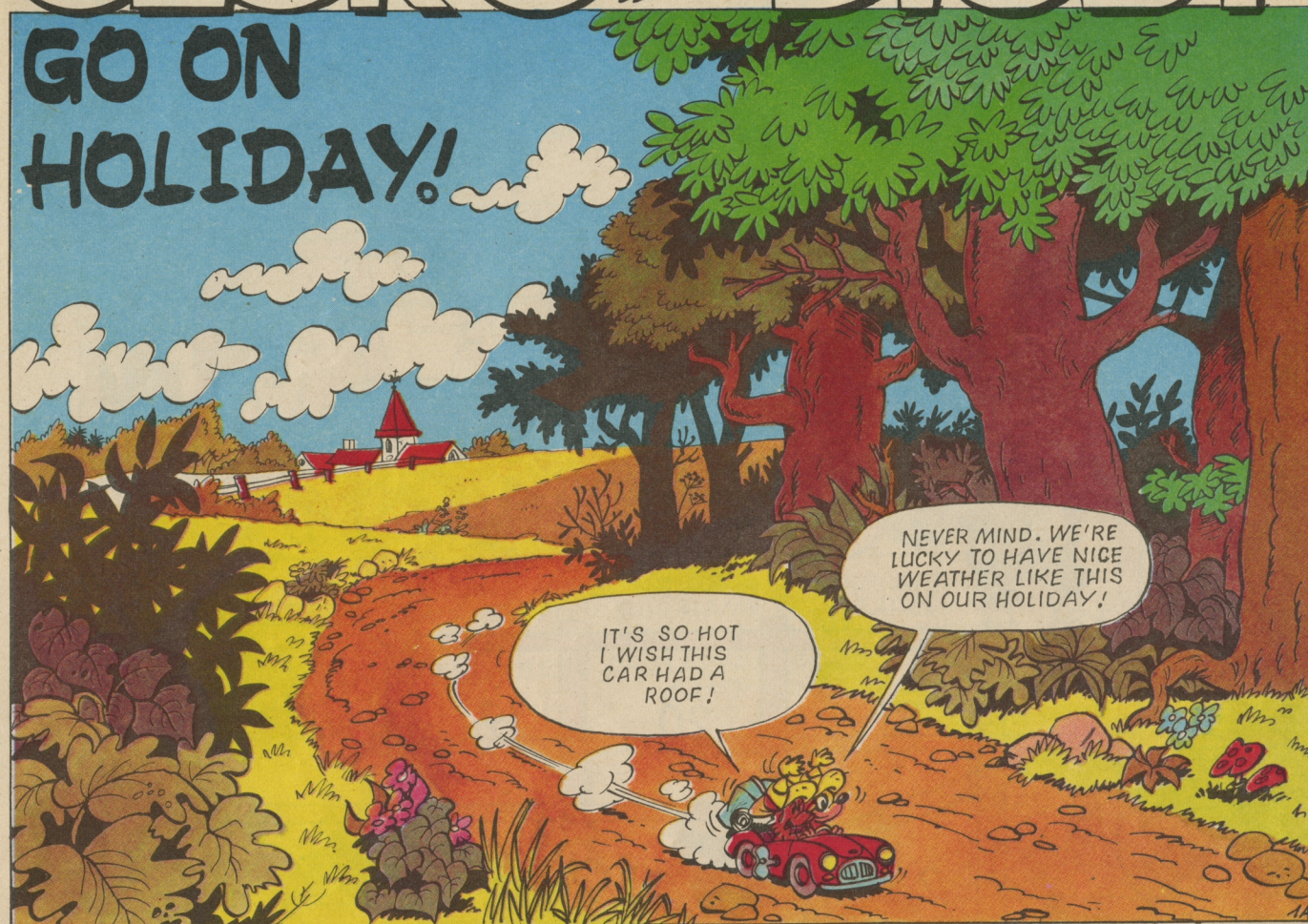
LEVEL CROSSING

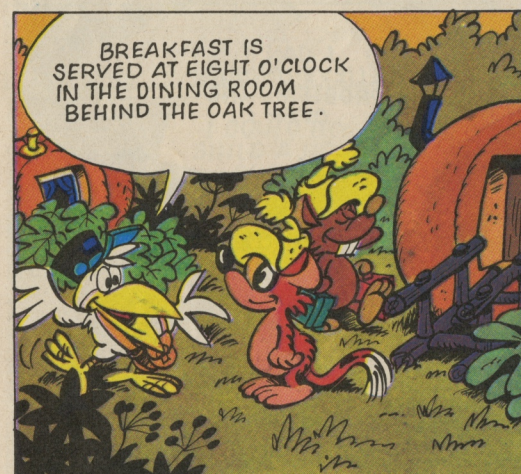
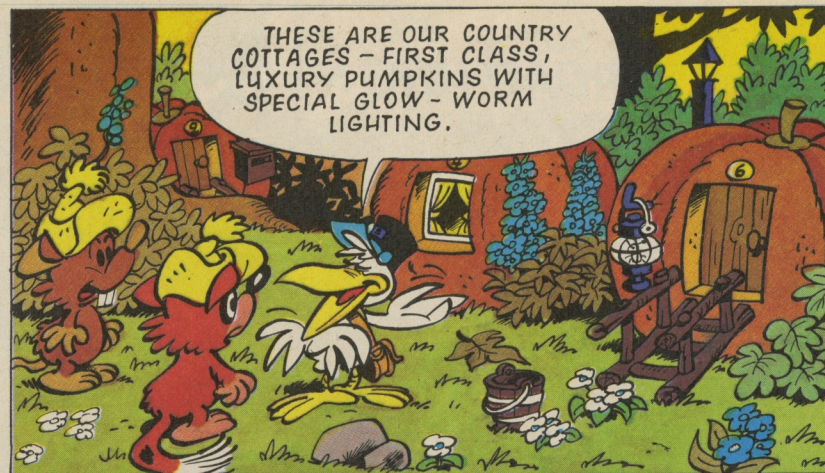
MOVE ACROSS TO 29.

HORSE ASLEEP. GO TO No. 35

CLORO AND DIGBY

GO ON
HOLIDAY!





BUT DO THEY? FIND OUT NEXT WEEK.



Thousands of kids are already members and you can join too! Speak to your Mum or Dad about joining to make sure they think its a good idea as well. For a membership fee of only £2.50 membership is given for 12 months from the date of joining.

You will receive the Get Along Gang Official Membership Kit packed full of fun—a kit folder, a membership certificate & badge, a full set of 12 character picture cards, a newsletter from Montgomery "Good News" Moose and the Gang, a Club Rule Book containing details on how to start a Get Along Gang Club in your area with membership cards for your friends. The kit also contains the secret club code and a free miniature Get Along Gang character toy.

During the year Montgomery Moose will send your newsletters to let you know about the goings on at Green Meadow, he'll be suggesting fun things to do and setting exciting competitions—remember to let us know your birthday so Montgomery "Good News" Moose can include a super Get Along Gang birthday card.

FREE!
MINIATURE TOY
ASSORTED CHARACTERS



LOOK WHAT YOU GET WHEN YOU JOIN OUR CLUB



A FUN CLUB FOR KIDS COMPLETE AND POST NOW TO:

The GET ALONG GANG CLUB, Green Meadow, Diss Norfolk, IP22 3HH, U.K.
I enclose £2.50 cheque/PO made payable to Get Along Gang Club
Please enrol my child as an official member.

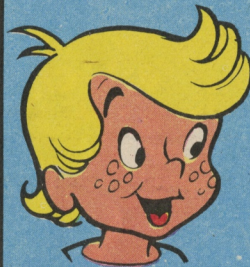
Miss/Master: _____
Address: _____
Postcode: _____
Date of Birth: _____
Parents Signature: _____

If more than one of you wishes to enrol please print details on a separate sheet of paper enclosing £2.50 cheque or PO for each new member.



TOP DOG

Joey has found a dog in the park. What is unusual about this dog is that he talks! Joey persuades Top Dog to come home with him – but what will his mum say?



Joey Jordan



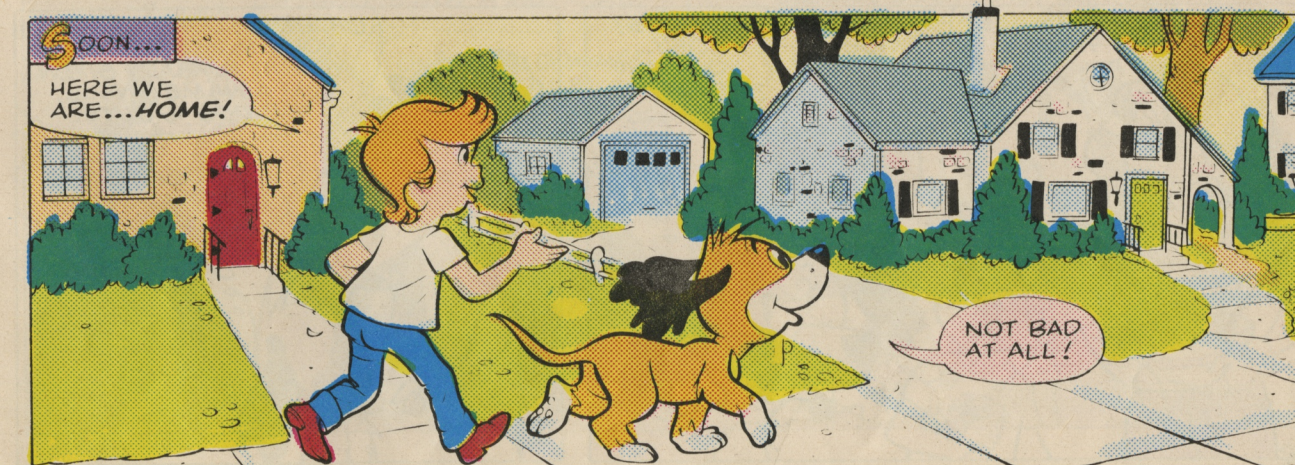
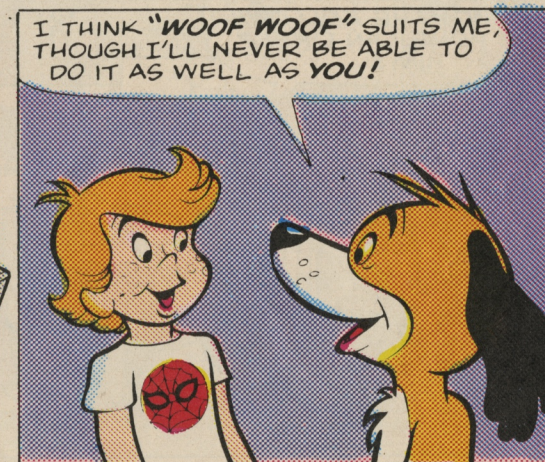
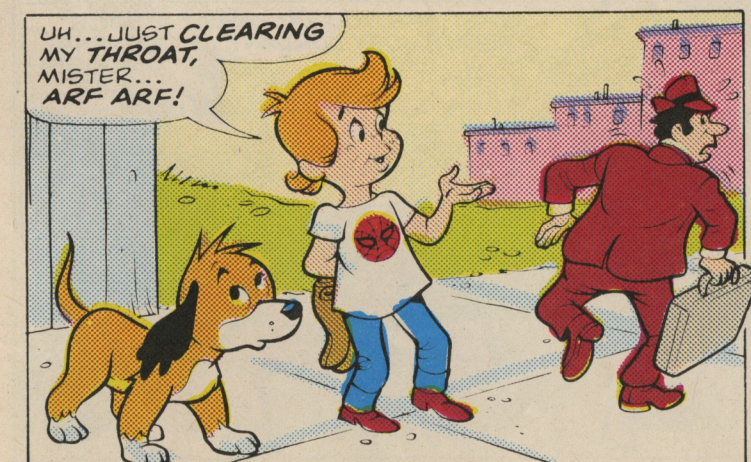
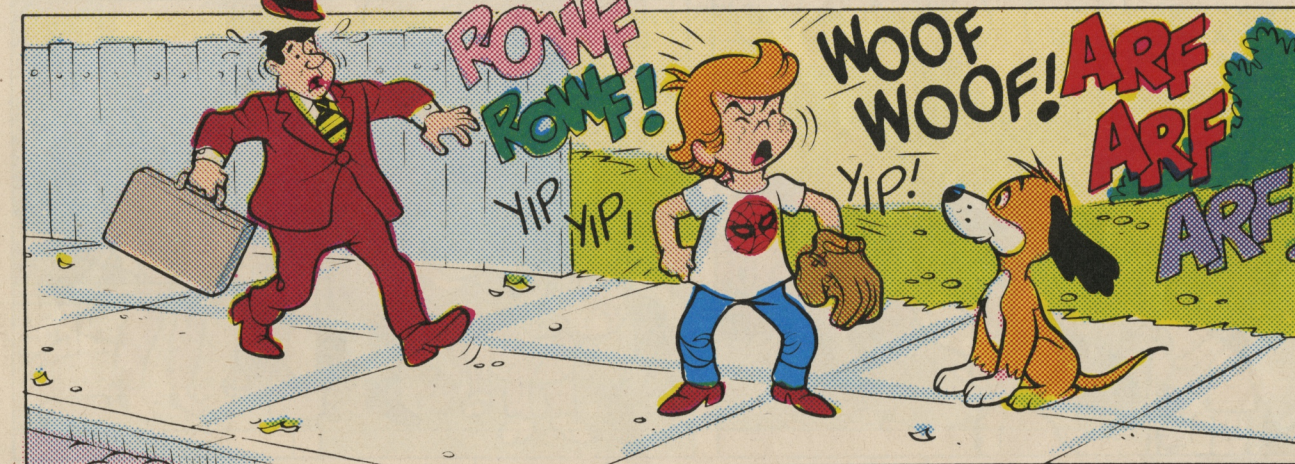
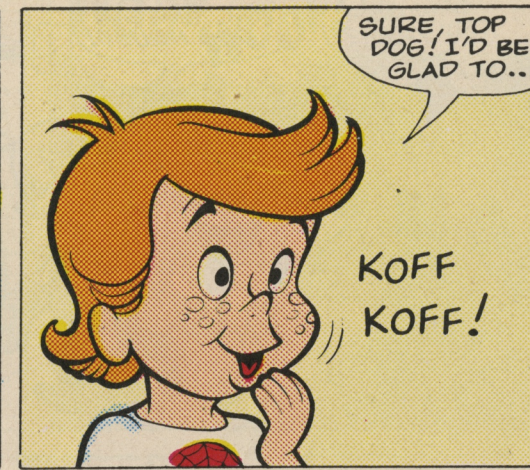
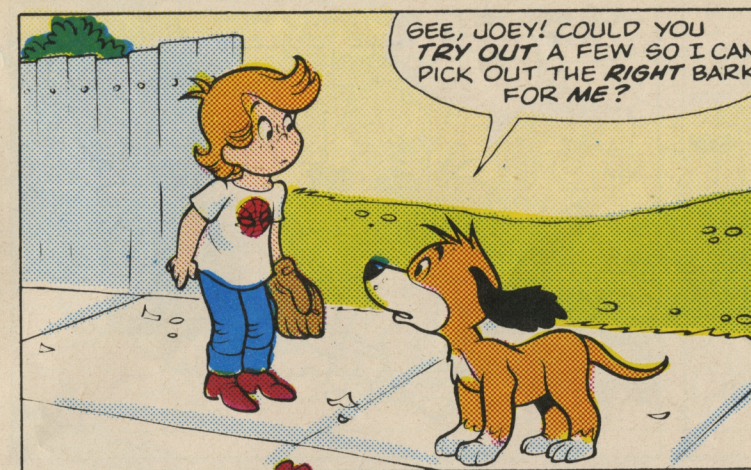
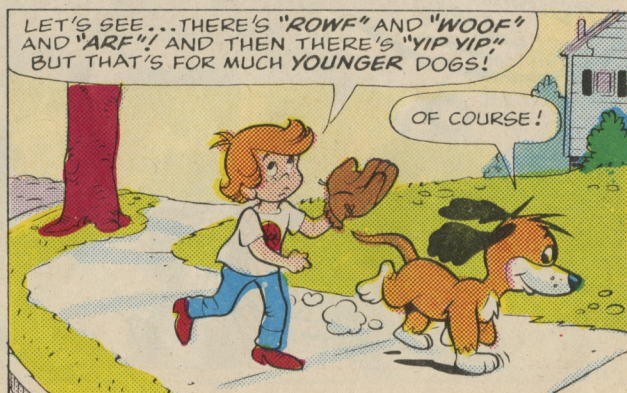
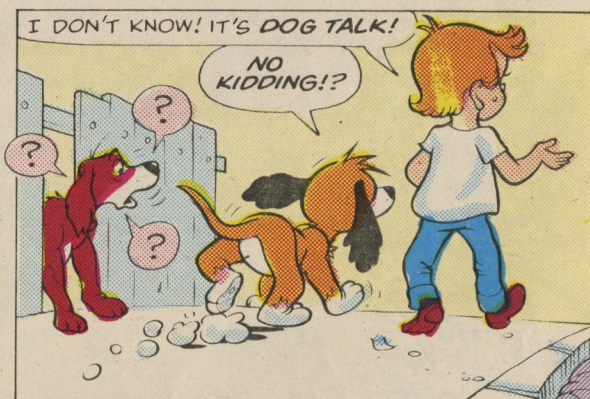
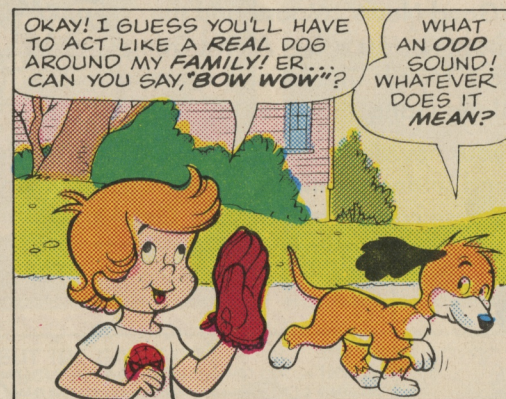
Joey's mum

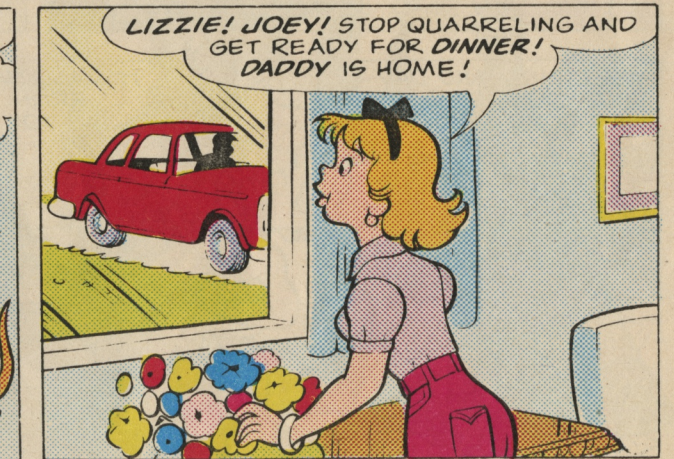
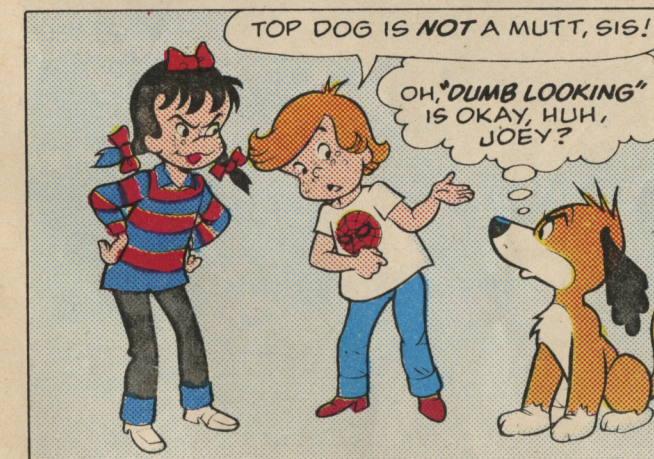
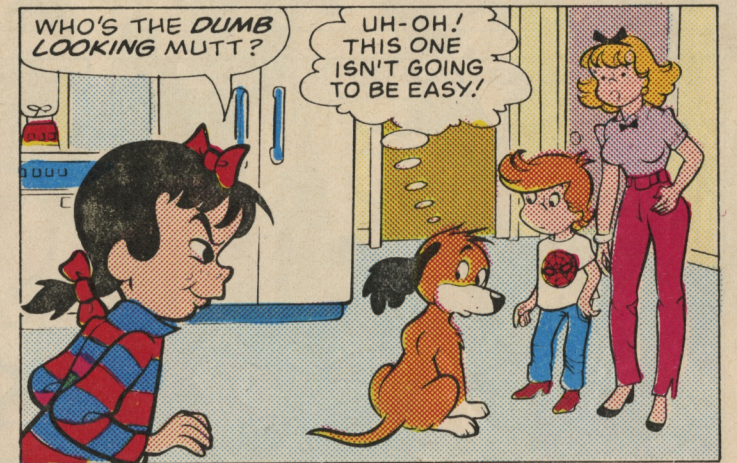
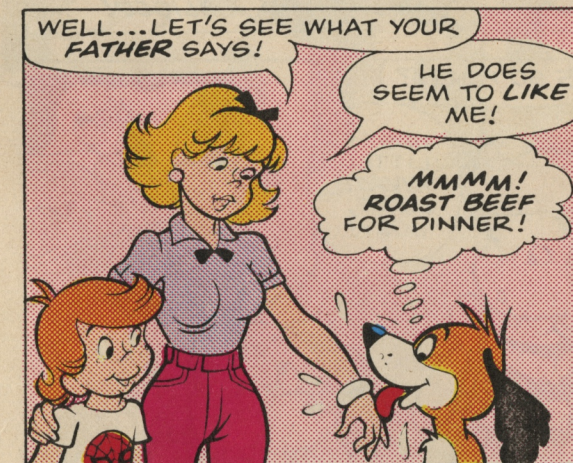
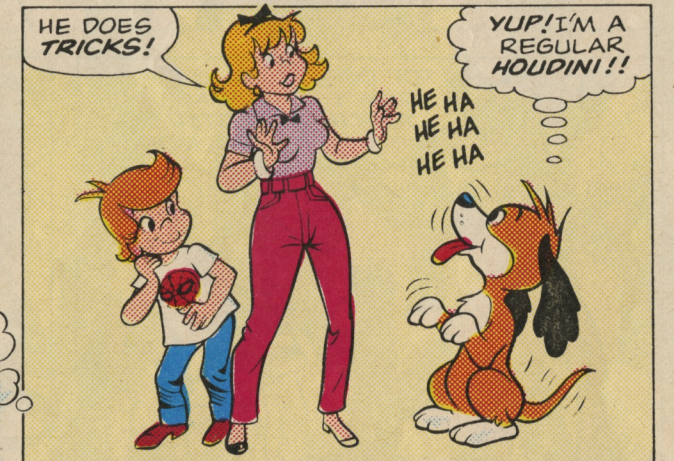
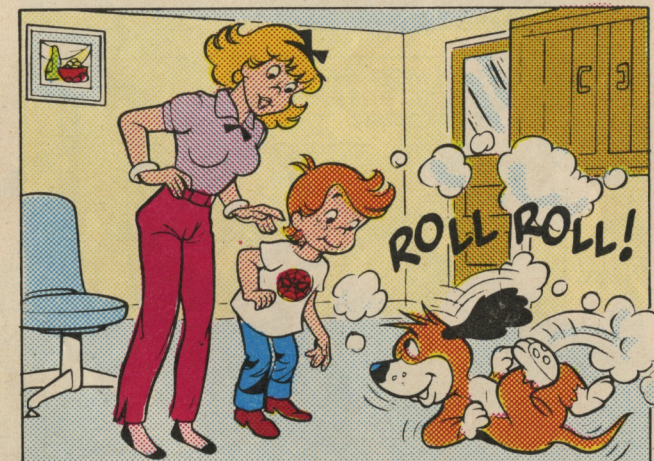
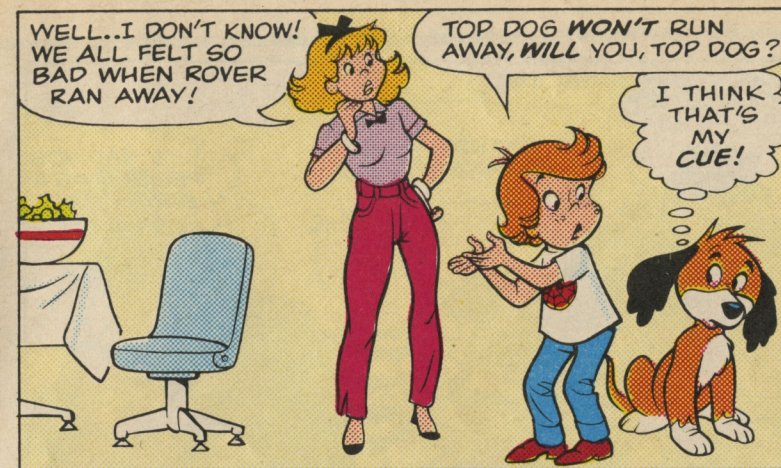
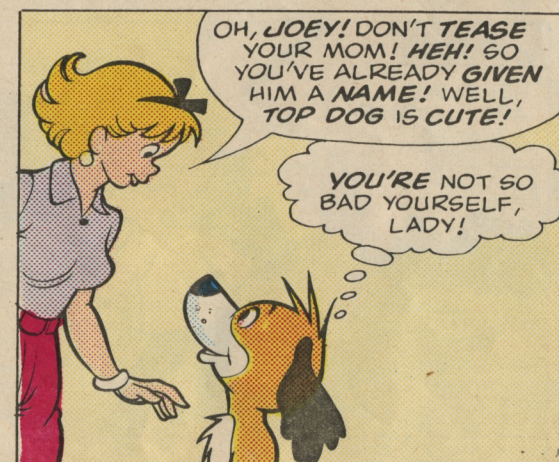
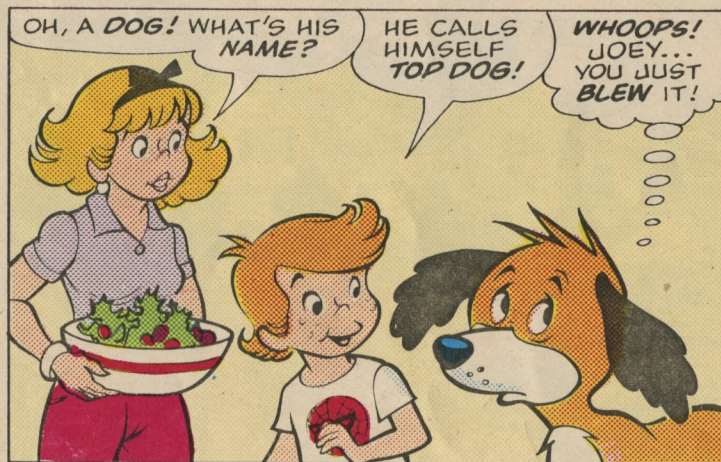
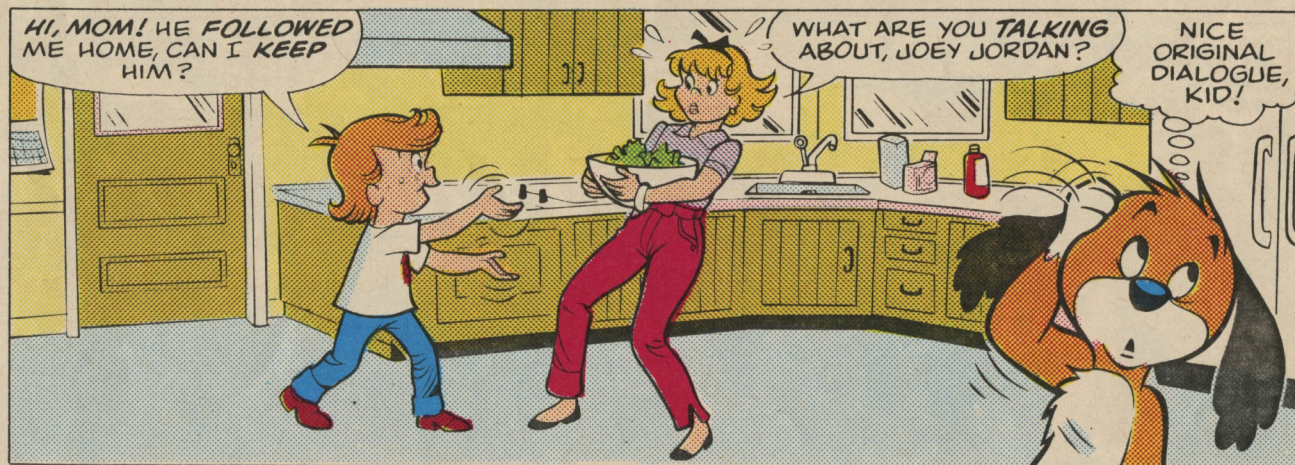
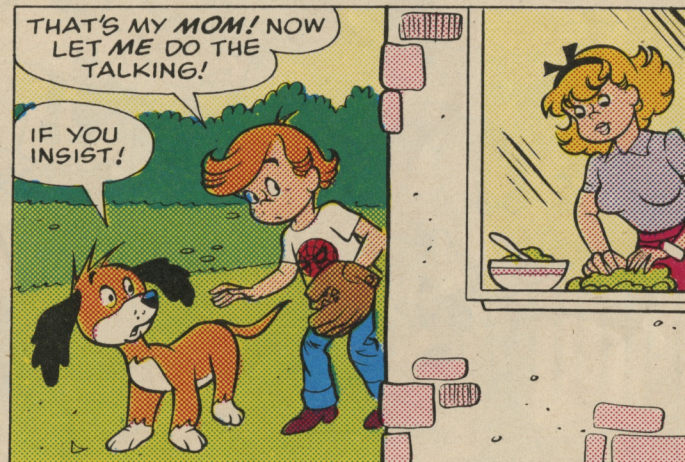
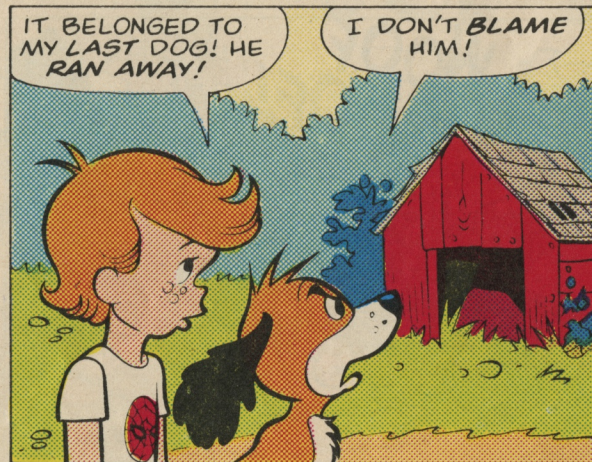
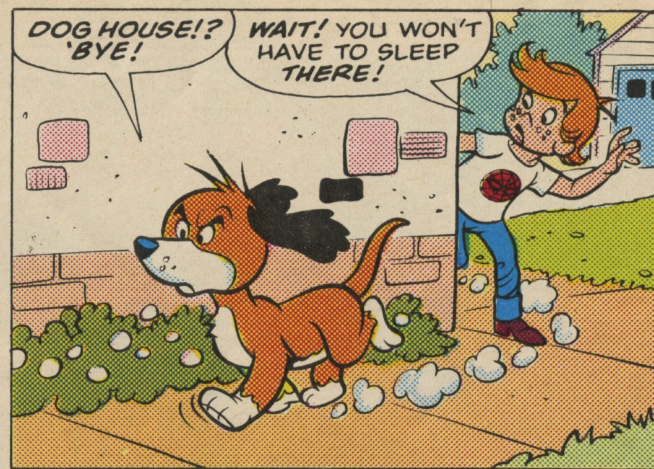
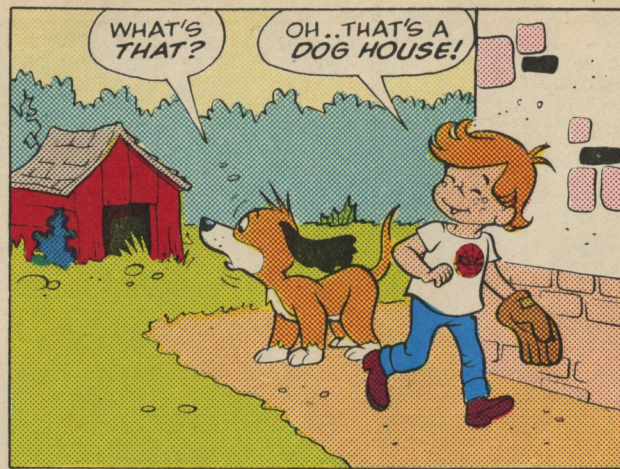


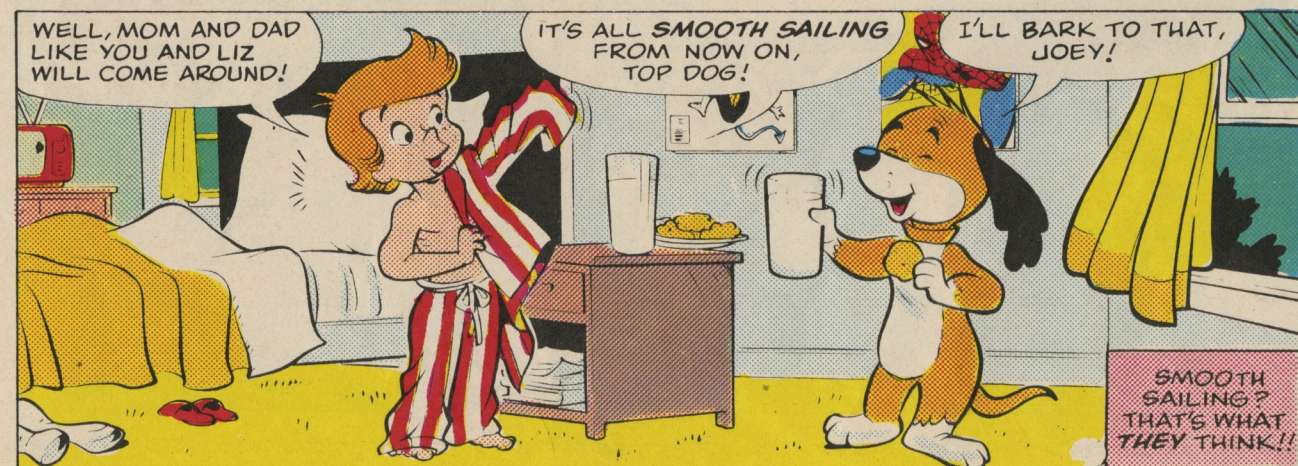
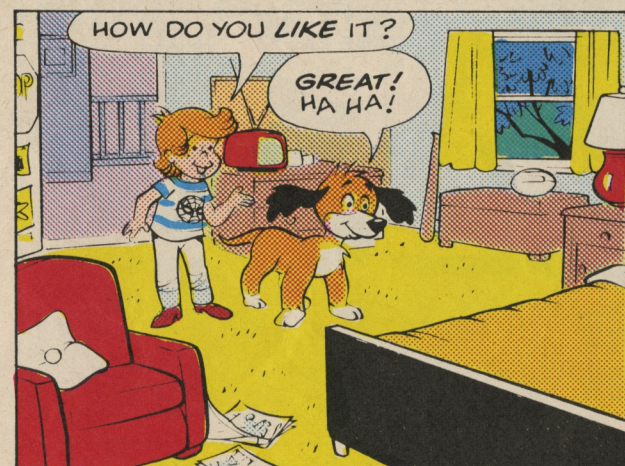
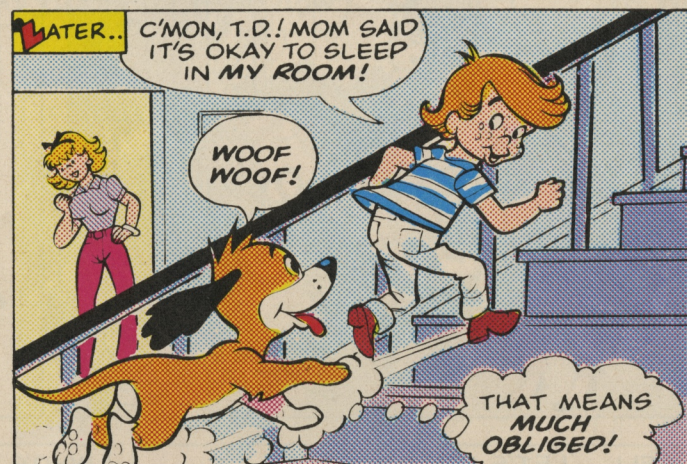
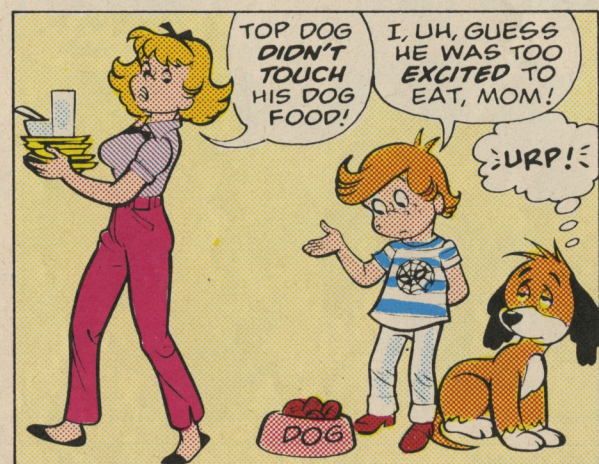
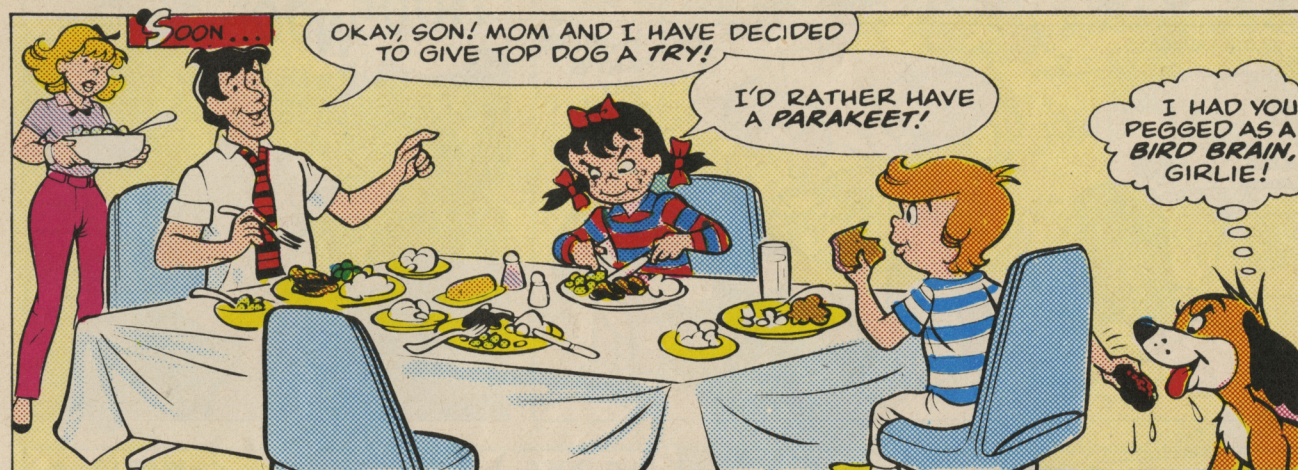
Joey's dad



Lizzie Jordan







puzzle time

Help Montgomery "Good News" Moose and Bingo "Bet-It-All" Beaver get along down through the Desert of Prickles!



HEAPS OF FREE TREATS FROM

Nestlé
animal bar



WHEN YOU JOIN Nestlé **animal bar club**

Hi kids! Bertha Bear here. Just had to tell you the news, now Nestlé Animal Bar is twice as much fun!

Because we animals have got together and formed our own club, and we want you to join...free!

So from now on, don't just get into the terrific taste of real milk chocolate. Get into Nestlé Animal Bar Club too!

What you do:

To join our Club and claim your free membership fun pack, look out for the Special Club Offer Animal Bar wrappers with application forms inside, and start collecting 8 of them now.

What you get:

- 1 Wildlife Poster (size 19"×27")
 - 2 Club badge
 - 3 Comic Book
 - 4 Membership card
 - 5 Stickers
 - 6 Surprise free gift with a club newsletter
- All in a special safari folder!

